09/885,382

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L	Hits	Search Text	DB	Time stamp
Number 1	0	("computer and pixel and (source same	USPAT	2003/06/07
1	Ŭ	destination) and @ad<19991206").PN.		17:59
2	1862	computer and pixel and (source same	USPAT	2003/06/07
3	632	destination) and @ad<19991206 (computer and pixel and (source same	USPAT	18:00 2003/06/07
3	632	destination) and @ad<19991206) and	USPAI	18:00
		pipeline		
4	38	((computer and pixel and (source same	USPAT	2003/06/07
		destination) and @ad<19991206) and		18:01
5	35	pipeline) and opengl (((computer and pixel and (source same	USPAT	2003/06/07
	33	destination) and @ad<19991206) and	031111	18:03
	:	pipeline) and opengl) and (texture and		
	15	color and (lod or level of detail))	USPAT	2002/06/07
6	15	((((computer and pixel and (source same destination) and @ad<19991206) and	USPAT	2003/06/07 18:05
		pipeline) and opengl) and (texture and		10.00
		color and (lod or level of detail))) and		
		(z and alpha and blend and logic and		
7	15	dither and scissor and mask and stencil) (((((computer and pixel and (source same	USPAT	2003/06/07
['	12	destination) and @ad<19991206) and	OSERI	18:05
1		pipeline) and opengl) and (texture and		
1		color and (lod or level of detail))) and		
		(z and alpha and blend and logic and dither and scissor and mask and stencil))		
		and (graphics same pipeline)		
8	15	((((((computer and pixel and (source same	USPAT	2003/06/07
		destination) and @ad<19991206) and		18:06
		pipeline) and opengl) and (texture and		
		color and (lod or level of detail))) and (z and alpha and blend and logic and		
		dither and scissor and mask and stencil))		
		and (graphics same pipeline)) and depth		
9	0	((((((computer and pixel and (source	USPAT	2003/06/07
		same destination) and @ad<19991206) and		18:06
		pipeline) and opengl) and (texture and color and (lod or level of detail))) and		
		(z and alpha and blend and logic and		
		dither and scissor and mask and stencil))		
		<pre>and (graphics same pipeline)) and depth) and (fetch same texture)</pre>		
10	0	and (fetch same texture) ((((((computer and pixel and (source	USPAT	2003/06/07
*	Ĭ	same destination) and @ad<19991206) and	001111	18:06
		pipeline) and opengl) and (texture and		
		color and (lod or level of detail))) and		
		(z and alpha and blend and logic and dither and scissor and mask and stencil))		
		and (graphics same pipeline)) and depth)		
		and (fetch same slope)		
12	0	(((((((computer and pixel and (source	USPAT	2003/06/07
		same destination) and @ad<19991206) and pipeline) and opengl) and (texture and		18:07
		color and (lod or level of detail))) and		
		(z and alpha and blend and logic and		
		dither and scissor and mask and stencil))		
		<pre>and (graphics same pipeline)) and depth) and slope) and (multiple same precision)</pre>		
13	0		USPAT	2003/06/07
	_	same destination) and @ad<19991206) and		18:08
		pipeline) and opengl) and (texture and		
		color and (lod or level of detail))) and		
		<pre>(z and alpha and blend and logic and dither and scissor and mask and stencil))</pre>		
		and (graphics same pipeline)) and depth)		
		and slope) and (multiple near precision)		
14	77	, ,	USPAT	2003/06/07
		destination) and @ad<19991206) and pipeline) and (multiple near precision)		18:08
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15	0	(((computer and pixel and (source same	USPAT	2003/06/07
		destination) and @ad<19991206) and		18:08
1		pipeline) and (multiple near precision)) and "multiple levels of precision"		
16	0	<u>-</u>	USPAT	2003/06/07
10	Ū	destination) and @ad<19991206) and	001111	18:08
		pipeline) and "multiple levels of		
		precision"		
17	0	(computer and pixel and (source same	USPAT	2003/06/07
		destination) and @ad<19991206) and		18:09
		"multiple levels of precision"	исръщ	2002/06/07
18	0 :	(computer and pixel and (source same destination) and @ad<19991206) and	USPAT	2003/06/07
		((multiple same precision) near levels)	•	10.10
19	0	' '	USPAT	2003/06/07
		destination) and @ad<19991206) and		18:11
		((multiple same levels) near precision)		
21	3	(((((((computer and pixel and (source	USPAT	2003/06/07
		same destination) and @ad<19991206) and		18:12
		pipeline) and opengl) and (texture and color and (lod or level of detail))) and		
		(z and alpha and blend and logic and		
	1	dither and scissor and mask and stencil))		
		and (graphics same pipeline)) and depth)		
		and slope) and ((floating same point) and		
		"fixed point")		
20	2	(((computer and pixel and (source same	USPAT	2003/06/07
		destination) and @ad<19991206) and		18:14
		pipeline) and (multiple near precision)) and ((floating same point) and "fixed		
		point")		
11	15	((((((computer and pixel and (source	USPAT	2003/06/07
		same destination) and @ad<19991206) and		18:47
		pipeline) and opengl) and (texture and		
		color and (lod or level of detail))) and		
		(z and alpha and blend and logic and		
		dither and scissor and mask and stencil)) and (graphics same pipeline)) and depth)		
		and slope		
22	0	(((((((computer and pixel and (source	USPAT	2003/06/07
		same destination) and @ad<19991206) and		18:49
		pipeline) and opengl) and (texture and		
		color and (lod or level of detail))) and		
		(z and alpha and blend and logic and dither and scissor and mask and stencil))		
		and (graphics same pipeline)) and depth)		
		and (graphics same pipeline), and depth, and slope) and ((program\$9 near		
		process\$3) same pipeline)		
23	0	(((((((computer and pixel and (source	USPAT	2003/06/07
		same destination) and @ad<19991206) and		18:50
İ		pipeline) and opengl) and (texture and		
		color and (lod or level of detail))) and (z and alpha and blend and logic and		
		dither and scissor and mask and stencil))		
		and (graphics same pipeline)) and depth)		
		and slope) and (program\$9 near process\$3)		
24	8	((((computer and pixel and (source same	USPAT	2003/06/07
		destination) and @ad<19991206) and		18:50
		pipeline) and opengl) and (texture and		
-		color and (lod or level of detail))) and		
25	0	<pre>(program\$9 near process\$3) ((((computer and pixel and (source same</pre>	USPAT	2003/06/07
- 5		destination) and @ad<19991206) and	USIAI	18:51
		pipeline) and opengl) and (texture and		
		color and (lod or level of detail))) and		
		((program\$9 near process\$3) same		
		pipeline)		
26	4	((computer and pixel and (source same	USPAT	2003/06/07
		destination) and @ad<19991206) and pipeline) and ((program\$9 near process\$3)		19:04
		pipeline) and ((programs9 hear processs3) same pipeline)		
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27	4	(computer and pixel and (source same	USPAT	2003/06/07
		destination) and @ad<19991206) and		19:06
		((program\$9 near process\$3) same		
	1	pipeline)		
28	4	(((computer and pixel and (source same	USPAT	2003/06/07
	1	destination) and @ad<19991206) and		19:06
		pipeline) and ((program\$9 near process\$3)		
		same pipeline)) and ((computer and pixel		
		and (source same destination) and		
		@ad<19991206) and ((program\$9 near		
		process\$3) same pipeline))		
29	2		USPAT	2003/06/07
		and opengl and ((program\$9 near		19:30
		process\$3) same pipeline)		
31	. 0		USPAT	2003/06/07
		and ((opengl or "D3D") near api) and		19:31
	i	@ad<19991206) and (program adj user)		
32	0		USPAT	2003/06/07
	1	and ((opengl or "D3D") near api) and		19:31
		@ad<19991206) and (program near user)		
33	4	((computer and (graphics or rendering))	USPAT	2003/06/07
		and ((opengl or "D3D") near api) and		19:32
		@ad<19991206) and (program same user)		
30	47		USPAT	2003/06/07
		and ((opengl or "D3D") near api) and		19:59
		@ad<19991206		
34	48	(computer and (graphics or rendering))	USPAT	2003/06/07
		and ((opengl or java3D or "D3D") near		20:15
	1	api) and @ad<19991206		
35	50	(computer and (graphics or rendering))	USPAT	2003/06/07
		and ((opengl or java3D or Direct3D or		20:35
		"D3D") near api) and @ad<19991206		
36	1	((computer and (graphics or rendering))	USPAT	2003/06/07
		and ((opengl or java3D or Direct3D or		20:35
		"D3D") near api) and @ad<19991206) and		
		swizzle		į į